

ABSTRACT

An amusement device and method embodied in a hand-held assembly. A plurality of contact targets are disposed on the hand-held assembly. A microprocessor within the amusement device generates and displays a sequence in which the contact targets are to be struck. The player then attempts to strike the contact targets in a pattern that matches the sequence. The contact targets are struck by manipulating the hand-held assembly so that the contact targets become the point of contact between the manipulated hand-held object and an external surface. After the sequence is displayed and the contact targets struck, the microprocessor compares the pattern of contact target strikes to the previously displayed sequence. If there is a match, the sequence is complicated and the play cycle repeated. If there is no match, the game ends.